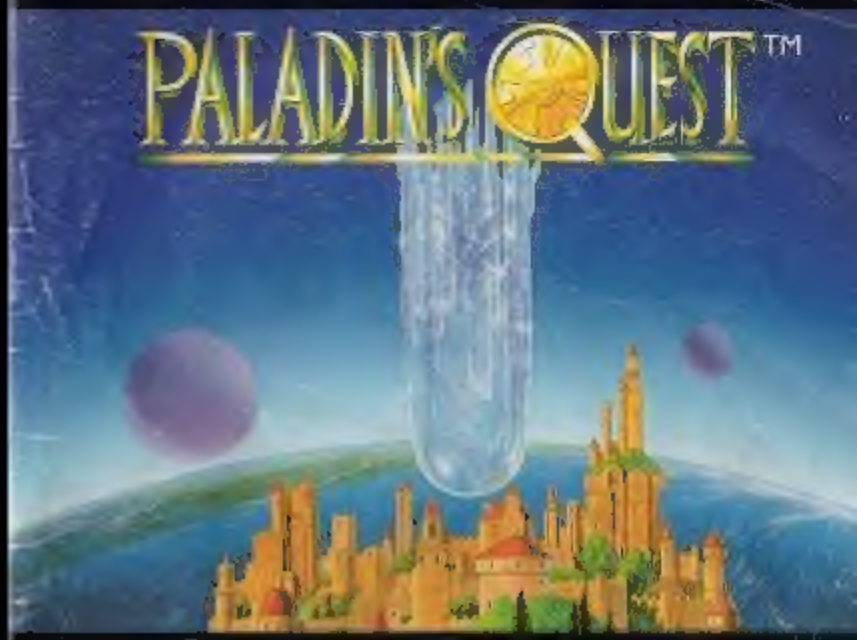

INSTRUCTION BOOKLET

ENIX

SUPER NINTENDO ENTERTAINMENT SYSTEM

THANK YOU FOR SELECTING

PALADIN'S QUEST™

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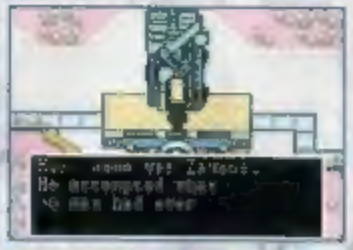
SO BEGINS THE PALADIN'S QUEST

In ancient times, the highly advanced society of Relyold mysteriously disappeared. Bizarre forms of machinery were all that remained of this great city. Since then, eight wise and mystic Spirits were discovered among the rubble. Upon these ruins, a Magic School was constructed. Here, great wizards study the Spirits, trying to unlock the secrets of their magic, the key to power remaining just out of reach.



Nearby, in the small town of Relyold, great magic potential was found within the mind of a small child named Chezni. With much joy and some sadness, Chezni's mother sent him to attend the Magic School. Having a natural talent for magic, Chezni quickly became one of the school's top students. However, he will soon learn that having a "special gift" may sometimes do more harm than good.

Far away, on the southern continent of Lennus, the evil dictator Zaygos has finally completed his plan for overtaking the northern continent, home of the Magic School. Unknowingly, Chezni embarks on a dare that will bring about the demise of all life as he knows it.

LENNUS WORLD MAP

The land masses of Lennus are split in two by the mighty Equator Rivers. The continent of Naskuot lies to the north, and Saskuot to the south. Ten tribes dwell in these lands, and they meet in peaceful trade as often as they meet in violent battle. Naskuot is a rich farming country, while Saskuot has only poor soil. Born in Naskuot, Chezni will sometimes face antagonism in the south.

1 Lagon

2 Jurayn

3 Magic School

4 Misuto

5 The Island of Daphne

6 The Throne of the Masters

7 Conshiuto

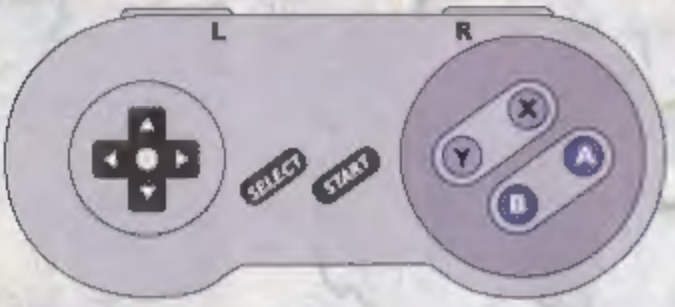
8 Karon

9 Roki

10 The Temple of Zaygos

QUEST CONTROL

During the game, you will mainly play in two screens, the Field Screen and the Battle Screen. The controls work differently in each one.



- Field Screen Controller -

In the Field Screen, use the controller as described here and on Page 9. To change a button's function, see "SYS" on page 13. The buttons are described here in their default setting.

A BUTTON

In the Field Screen, to talk, land the spaceship, examine places and objects, or take other actions, push A Button.

B BUTTON

To cancel a command, you must push B Button. Pressing B to answer a yes-no question, automatically means "No."

X BUTTON

When you want to enter the Command Window, push X Button.

Y BUTTON

To check maps when you are in the Field Screen, press Y Button.

- Battle Screen Controller -

On the Battle Screen, you will primarily use Control Pad to take action. Below is an explanation of how the Controller works.

CONTROL PAD

In battle, use Control Pad like this. Push up for option #1. Push right for option #2. Push both down and right for #3. Push down for option #4. Push both down and left for option #5. Push left for option #6.

The L, R, Start, and Select Buttons will not be used in this game.

A BUTTON

To choose the option to the right of the cursor, push A Button.

B BUTTON

Press B Button to cancel a command and return to the previous one.

BEGINNING THE GAME

At the start of PALADIN'S QUEST, you can watch a demo about the characters or return to an earlier game.

Mode Selection

To begin play, insert the Game Pak into the control deck and turn on the power. When the screen appears, select one of the modes.

NEW GAME

If you are playing for the first time, or want to begin a new game, select New Game. To do this, move the cursor to that mode with Control Pad and push A Button. You can then choose to change the names of the main characters, Chezni and Midia.

CHANGE NAME

Use Control Pad to move the cursor to a letter, then push A Button. Push B Button to cancel.

CONTINUE

You can save up to four games. To return to one of them, select Continue mode. A list of the saved games will appear. Move the cursor to your game with Control Pad and push A Button. You will begin the game from the point where it was last saved.

DEMO

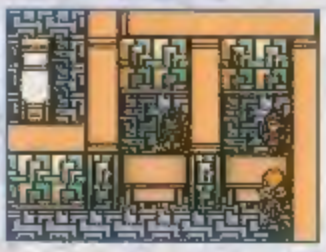
If you do not select any of the three modes, or if you choose Demo, you can watch the story of Lennus unfold and see the main characters.

Game Over

When you lose all the members of your party, the game will end. The Select Mode screen will then appear, and you can choose one of the three modes: New Game, Continue, or Demo. If you have saved your game, or if you want to return to a previous game, select Continue. The game chosen will open at the place where you last saved it. Or, if you want to start over from the beginning and try a different strategy, choose New Game.

Save Game

You can always save your game at a Hotel. You can save in other places throughout the game, such as in caves or laboratories, but this happens randomly--don't count on it.



THE SCREEN

You will automatically switch between Field Screen and Battle Screen as you travel and meet enemies.

The Field Screen

Press X Button while you are in the Field Screen to bring up the Command Window. In this window, you can choose one of six options: EQP, STR, RANK, EXIT, MGC, and SYS.

EQP

When you select EQP, four more options appear. Move the cursor to the one you want, then press A Button.

USE

Select characters to use their equipped items. If the item you want is not equipped, choose Item Bag. You can use items directly from the Item Bag.

EQUIP

To use Weapons, Armor and Items in combat, choose them here. You can only do this for Chezni and Midia.

ABNDN

Sell or throw away the items you do not need.

ORDER

Put the cursor on an item, push A Button, use Control Pad to move that item, then push A Button again.

STR

Choose this option, then pick a character and push A. Two new options appear: ABILT and MAGIC.

ABILT

This shows you the weaponry and items of a character, as well as his or her status.

MAGIC

Select this to check a character's Spirit Meter and spells. Pick a spell and push A Button to see its effects.

RANK

The front member of your party faces the worst of enemy attacks. Use this option to move the person with the most HP to the head of the group.

EXIT

To send away a mercenary, select this command. Use Control Pad to pick that person, then press A Button or the button you have chosen.

MGC

Select Use to cast spells or choose Order to rearrange them. You cannot rearrange spells when you are in the Battle Screen.

USE

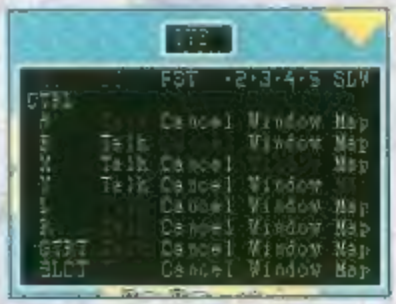
Select this option, then the person who's spell you want to use, then the spell.

ORDER

Rearrange the spells by using Control Pad and A Button.

SYS

Select this option to change message speed; 1 is the fastest. Also choose System to change the functions of buttons. What this means is that you can change what each button does. For example, you can make B or X or Y the button you use to perform the activities normally done by A Button. Modify the buttons according to the options provided.



The Battle Screen

When an enemy approaches, the Field Screen is replaced by the Battle Screen, as shown in the photos below. Now you will mainly use Control Pad.

The Field Screen

The Battle Screen

ACTION WINDOW

Before any action occurs, you must decide what you will do. Four options are offered: SPELL, DEFEND, WEAPON, and RUN. Choose one.

SPELL

This presents the list of spells available. The ones with green letters are useless for attacking.

DEFEND

The character will concentrate more on defense than offence, to reduce damage by half.

WEAPON

Select the weapon or item you want. It can't be used unless it was chosen under EQP.

RUN

Use this option if your party has low HP or an injured member. Escape is not guaranteed.

Enter battle commands for all characters. When finished, you must confirm your choices. Pick No to make changes. Answering Yes begins the fight, and you can't change anything until a round ends.

IDENTIFYING SYMBOL

The HP count for each character appears at the bottom of the Battle Screen. Getting wounded or casting spells uses up HP. When someone is affected in the following ways, a symbol identifying the injury replaces the HP count.

POISONED

When a character has been poisoned, he or she will lose some HP for each step taken after a battle.

CONFUSED

This is a dangerous malady that causes a character to brutally attack friends as well as enemies.

PARALYZED

You can restore a person who has been paralyzed only by using a special item or by casting a spell.

SWALLOWED

A swallowed character can only be freed when the responsible enemy is defeated.

FROZEN

Only magic inflicts this damage. Recovery comes naturally, but slowly. Remedy the condition.

UNCONSCIOUS

This injury takes all of a character's HP. You cannot restore that person until the battle is over.

IMPROVING BATTLE SKILLS

To defeat the monster, and then challenge Zaygos and win, Chezni and Midia must develop their skills.

Ability

As a character defeats enemies, his or her experience points increase. Once the points reach a certain number, he or she will Level Up to a greater degree of skill. The Level Up improves a character's abilities (described below). Chezni and Midia must fight often to Level Up.

POWER

This measures a character's Attack Power without counting any Weapons or Items.

SP

Here you see the natural speed of a character. This also doesn't include either Weapons or Items.

ENDUR

This indicates a party member's defensive capabilities without Armor or Shield.

LUCK

Having a lot of Luck helps a character avoid enemy attacks, improving the chances for survival.

ATTCK

This is the measure of a party member's Attack Power including weaponry.

DEFENSE

Look here to see a person's defense ability with Armor and Shield.

ATTK SP

This demonstrates the character's agility with Items or Weapons.

Spirits

By combining the eight Spirits, you can create 37 different spells. You can't use a Spirit to cast spells unless you have the proper book. The power of a spell will increase each time it is cast. The Spirits are: Earth, Water, Fire, Sky, Light, Air, Heart, and Sphere.

TOWNS AND VILLAGES

Visit every town and talk to the inhabitants to learn the latest news. Each town has the following establishments:

HOTEL

One way to recover from injuries or save the game is to stay at a Hotel. The amount charged differs at each Hotel, but it's worth the cost. Everyone in your party will fully recover their HP.

TOOL HOUSE

The proprietors don't accept trades, but they will buy items you no longer need. You must pay for new items.

LEARNING CENTER

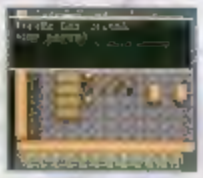
In these shops you can purchase the Books of Spirits. Each store offers two books.

WEAPONS AND ARMOR STORE

You should sell old weaponry here, and upgrade. Look around carefully for new things to buy.

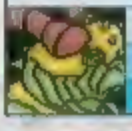
SOLDIERS OF FORTUNE

The maximum number of people in your party is four. Usually, two are the hero and heroine, and you can hire two mercenaries. Sometimes Midia must leave to look after her parents. You can replace her with a third mercenary.



...Level ...Power ...Luck ...Defense Power
...Experience ...Speed ...Attack Power ...Attack Speed
...Hit Point ...Endurance ...Spirits

Gorf

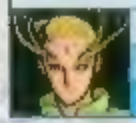


14	70	55	76
211	60	87	63
440	54	—	

Slayer

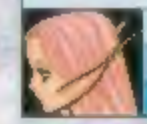
20	90	100	130
392	90	110	94
565	77	1/8	

Dan



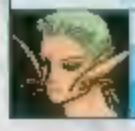
17	85	90	69
287	100	125	101
515	52	—	

Wild



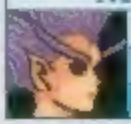
21	82	115	96
33	125	112	125
645	80	6/8	

Zuran



18	90	110	82
319	130	98	130
520	63	8	

MeanMa



22	90	140	116
482	130	112	134
665	87	5/7	

Destry

21	95	115	116
435	115	111	119
590	72	3/6	

Fastjo

25	110	150	82
658	140	137	140
850	82	3/4	

Gunny

36	162	160	156
2055	150	209	150
1020	127	—	

Chen

43	270	200	161
4241	240	270	240
1210	132	—	

Bean

39	166	100	200
2803	200	242	200
1040	132	—	

Blades

44	188	270	218
4700	250	226	255
1230	155	4/6/8	

JRazav

42	180	220	226
3824	220	305	220
1120	137	—	

Mouth

47	205	240	230
6415	235	272	240
1270	151	4/5/7/8	

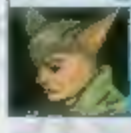
GRazav

20	99	133	171
149	111	176	116
610	55	—	

Nalls

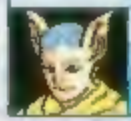
·	260	250	200
·	300	445	300
3000	200	—	

Checan



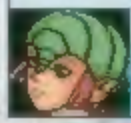
43	188	230	209
4241	230	228	237
1165	100	1/3/7	

Peppi



51	210	280	228
9701	290	320	300
1420	167	3/6/7	

Lille



42	170	250	184
3824	230	240	238
1110	132	2/3/4/5	

Hawk

50	193	270	218
4375	270	193	276
1380	154	1/2/3/5/6/8	

You cannot give weaponry or items to soldiers, nor can you sell what they originally carried.

QUEST CLUES

As Chezni and Midia search for the monster and later go after Zaygos, they will need to look for help in strange places and collect anything that looks useful. Each must quickly build experience.

Be Friendly

Take every opportunity to talk to people. If at first they are difficult, don't give up. Ask your questions two or three times. Some people who give you one answer may change it the next time you ask. Be very careful with the irritable people of Saskuot. If you feel lost or without direction, go back and talk to more people.

Save the Game

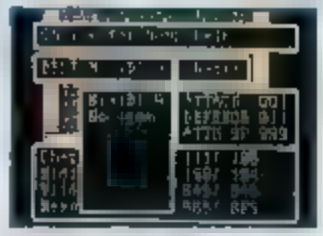
When all of the members of your party lose their HP, the game will end. When you Continue, you start at the point where you last saved, so try to save often. The enemies you face in the dungeon are fierce. They can wipe out your whole party. Save the game before descending into this ancient, man-made cavern of nightmares.

Weapons and Armor

Upgrade the weaponry of everyone in your group whenever possible. The price of armor, items, and weapons increases as does their power (see the poster). Protective armament can work like spells or items when it is used in a battle. For example, the Fire Shield will shoot a fireball just like the spell FireS, and the Svn Shoes will increase your agility just like the spell, SPUP.

Healing Potions

When far from a Hotel, the party must rely upon Healing Potions to recover HP. Each of the four Potions has its own special kind of bottle. The Potions have different effects, as described in the Items section of the poster. You can refill Healing Potion Bottles at Items Shops, so be sure to do so before venturing into the country. You cannot use a Potion in battle unless the bottle is equipped at your belt.



ROUTE

1. Search the town of Ratsurk for a clue.
2. Take time to visit Rester Island.
3. Camp out at the famous Skuruu site.
4. Find and climb Denebra Mountain.
5. Wander about the town of Hagudo for a while.
6. In Jurayn you will find something of interest.
7. Doubor has much to offer those who visit.
8. Go to the Equator and locate Daphne.
9. Meet Strabo in the cave of Dragon Mountain.
10. The town, Barsas, should not be passed.
11. Explore the sacred place east of Barsas.
12. You will find Rekuon town by the Rope Network.
13. Show your respect at the Throne of the Masters.
14. Return to the Equator to seek inspiration.
15. In Misuto you will obtain valuable information.
16. Search the cave that lies to the east of Misuto.
17. Let yourself be captured by the Resistance.
18. Spend time in the town of Conshiuto.
19. Be a tourist in busy Karon town.
20. Do not miss the Tower in the southwest.
21. Go see the hideout of the Resistance.
22. Take time to look around the town, Roki.
23. Carefully study the Palace in the south.
24. Explore the rooms of the Castle of Zaygos.
25. In the Tower, try to find Noi Gren.
26. Take heart and descend into the Dungeon.
27. Receive new lessons at the Magic School.
28. Visit Chezni's hometown, Reiyold.
29. Take passage out to Dasdan Island.
30. Locate the Unknown Island afloat in the ocean.
31. Find a path through the Labyrinth of Crystal.
32. Climb into the ancient machine, Dal Gren.

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90-DAY LIMITED WARRANTY:

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To receive this warranty service:

1.
DO NOT return your defective Game Pak to the retailer.

2.
Notify the Enix Consumer Service Department of the problem requiring warranty service by calling: (206) 861-4927.
Our Consumer Service Department is in operation from 10:00 A.M. to 5:00 P.M., Pacific time, Monday through Friday.

3.
If the Enix Service Representative is unable to solve the problem by phone, he will provide you with a return authorization number. Simply record this number on the outside packaging of your defective PAK and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

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Redmond, WA 98052-5522

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PALADIN'S QUEST™

MONSTER DATA

.... HIT POINT
.... ATTACK POINT
.... DEFENSE POINT
.... BATTLE SPEED
.... MONSTER
.... MINI BOSS
.... BOSS

Pakrat	Heliopod	Hedgehog	Spilit	Deatheye	Heliored	Slimy	Constric
18	16	32	70	75	26	80	36
38	40	58	85	98	51	110	56
13	14	17	45	40	16	35	13
4	5	4	68	60	7	10	6

Goblin	Kong	Purpbird	Hobgob	Kamikaze	Redball	Smush	Leech	Bombrock	Slapkong	Blackbom	Deathric	Cornrat
39	60	60	38	81	125	60	50	82	110	64	60	65
53	70	85	75	85	145	90	85	115	125	125	118	121
15	14	38	28	42	35	41	37	46	68	70	62	61
7	18	52	41	58	48	45	58	40	75	42	85	80

Preyer	Roterpod	F.Witch	Hupman	Lao-tse	G.Goblin	Sorcerer	SusAgent	Nestpod	Whipper	Eater	Heliopit	Elepsaur
72	63	94	110	106	98	125	380	110	260	140	125	280
110	125	30	30	30	112	30	185	130	152	140	98	180
66	64	42	42	40	68	42	75	45	75	72	68	78
72	88	95	95	98	88	102	120	95	85	92	99	98

Sacryfer	Windbird	T.Esper	Balloong	Redwitch	Roterpit	Gregory	Stingbag	Madmaker	Bacteria	Parasite	Amoeba	Virus
1448	190	235	140	190	195	220	110	240	82	84	92	95
125	145	130	210	130	140	130	133	130	116	135	125	130
55	90	60	65	65	78	60	85	60	75	80	72	78
89	120	120	105	110	104	130	90	115	100	85	90	95

Worm	T.Rex	Microrat	Twinhead	Splitbug	Cathy	Fiorlan	Zmaster	Beholder	Hood	Footsaur	GusStool	Stingred
120	350	87	190	420	240	290	250	200	130	400	145	120
140	155	130	165	140	145	152	145	135	160	220	135	130
85	79	50	60	70	60	72	60	62	75	90	70	81
92	100	150	170	120	130	155	130	145	135	125	140	155

Landpod	Pakgrass	G.Whip	Redrock	Sticky	Shaker	Dashcrab	Eyebird	Bronza	Towerbug	Zaran	Gubo	Crusher
130	185	420	180	150	90	155	130	400	100	120	12	140
140	170	190	140	145	140	150	170	220	140	150	120	190
65	70	72	145	65	80	130	80	100	90	100	180	110
150	120	160	115	125	165	150	180	145	155	160	200	170

Fake	Boy	Barerat	Redjaws	Wolfworm	Preast	Kid	Widow	Butcher	Girl	Headless	Specter	Buzzsoul
150	120	110	480	800	280	150	210	160	155	220	200	120
230	240	230	350	160	155	90	245	260	235	260	200	210
100	102	88	120	112	123	115	150	140	120	115	145	120
190	200	205	130	195	202	195	175	130	190	220	195	205

Sleeper	Thirdeye	Flamer	Bigboss	Firesaur	Snowprey	T.Bronza	Freezer	Snowsaur	Eater	Zip	Goldgubo	Stenka
150	155	130	500	480	500	510	140	500	150	250	45	120
250	190	185	220	300	265	280	225	265	190	210	185	310
255	150	140	140	150	152	155	140	152	135	145	500	145
210	202	205	205	200	220	205	220	220	215	230	400	240

Ms.EX	Knocker	Dogfish	Cornfish	Sgt.Alon	Captain	Hermit	G.Sage	Rackgorn	Patriot	Fighter	Wirearm	Needle
190	150	160	160	400	200	180	190	250	220	260	270	150
220	210	205	105	280	260	250	250	220	270	200	310	280
140	160	130	130	175	165	155	170	180	190	150	180	175
235	245	220	220	260	240	235	245	220	215	255	250	240

Flybot	Skygazer	Baljan1	Ball	Stick	Combined	Facewall	Catcher	Trickart	Destron	Flamedon	Evilrat	Sumokong
220	230	820	250	260	510	800	250	280	720	700	180	350
300	290	380	300	300	300	335	320	340	380	400	1320	305
175	180	185	180	185	285	190	165	185	195	185	180	185
245	255	245	250	240	260	255	215	260	240	265	275	255

Eyebream	Pitfish	Bostang	Graycrab	Soafish	Tempest	Hectopus	Mokofish	Twinhawk	Unirat	Roterbee	Stingeye	Omnibot
190	220	210	240	230	650	235	225	520	260	260	270	320
310	330	300	270	300	290	300	295	280	350	350	335	360
180	185	190	205	190	190	170	195	195	210	210	250	190
285	295	280	275	280	260	270	285	300	300	300	305	305

Stinger	Baljan2	Eyebot	Big Zip	RedGang	Ascetic	Artman	Brafman	Airdiver	Mindeat	Striker	Alornso	Jarmlu
255	820	520	800	680	520	850	850	900	420	510	297	624
355	420	370	350	300	300	400	400	650	450	520	84	160
190	190	190	205	200	200	230	230	225	220	245	28	52
315	290	315	320	335	325	295	295	340	335	305	35	70

Renegade	Gardian	Garana	Bubbley	Lokiarn	Adm.Alon	Gabnid	Doth	Zaygos	Kaymat
110	520	600	1500	?	1500	2000	?	?	?
218	290	220	220	?	415	420	?	?	?
71	80	175	170	?	198	275	?	?	?
108	165	215	220	?	295	300	?	?	?

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ENI-SNS-LN-US
PRINTED IN JAPAN

WEAPONS

ATT ... ATTACK POINT SPE ... SPEED
DEF ... DEFENSE POINT USER ... PERSON WHO CAN USE THIS ITEM

NAME	ATT	DEF	SPE	USER	COMMENT
Kn (knife)	2	0	0	1/2	You will begin with this weapon.
Dagger	4	0	0	1/2/5	None
Bow	6	2	0	1/2/4	None
Pickaxe	7	0	0	1/6/11	None
Light sw (sword)	10	0	0	1	None
Mid sw	15	0	0	1	None
Bmg (boomerang)	8	0	0	2/13	None
Gauntlet	13	8	0	2/17	This will increase your Defense Power.
Heavy sw	20	0	0	1/15	None
Pwr bmg	12	0	0	2	None
Aybro sp (spear)	25	7	0	1	None
Sword st (staff)	18	0	0	2	None
Btl ct (cutter)	16	0	0	2/14/18	You can attack a group of enemies with this.
Mgt	28	16	0	1/2/6	None
Life wh (whip)	35	0	0	2/24	Increases your HP by half the enemy's damage.
Wind sw	38	0	0	1/21	Get this to attack twice in one round.
HST	80	0	16	1/21	None
Gomutai	?	?	?	?	This is a very hard-to-find sword.
Tonfa	5	0	0	12	Use this weapon if you practice martial arts.
Kormu sw (present)	40	0	0	1	This sword is the subject of many legends.
Kormu sw (past)	85	0	0	1	You will find this sword in the past.
Para kn	3	0	0	2	The enemy is paralyzed by this sword.
Pray st	30	0	0	2/20	This club will banish nearby evil spirits.
Sph sw	50	0	0	2	You can use this like a key in some places.
Psych bm (beam)	40	0	0	1/2	None
Flame th (thrower)	50	0	0	1/28	Attack all enemies with this flame thrower.
Rgn sw	88	0	0	1	None
Tdr sa (saber)	70	0	0	1/2	This fires bolts of lightning at all enemies.
Pht cn (cannon)	20	0	0	1	None
Anq sw	39	0	0	20	None
Club	1	0	0	3	None
Wh	6	0	0	3	None
Shovel	5	0	0	6	A mining worker is skilled with this weapon.
Com kn	12	0	0	7	You can damage a group of enemies with this.
Blkjack	30	0	0	7	None
Compact	1	0	0	8	None
Psn nd (needle)	0	0	0	10	Use this on an enemy to paralyze him.
Glow bow	15	0	0	2/16	This will damage a group of enemies.
Demon wh	11	0	0	18	This will damage a group of enemies.
G tree	15	0	0	19	This will damage a group of enemies.
R crag	32	0	0	19	None
Seed sw	70	0	0	22	This is a good weapon for children.
Z eraser	40	0	0	23	You can attack a group of enemies with this.
Giga sw	60	0	0	27	None
Eng bm	50	0	0	28	None
Eng drw (drain)	20	0	0	28	This will damage a group of enemies.
Blood wh	45	0	0	2/29	None
Blow gn	25	0	0	10	None
Msl (missile)	60	0	0	28	This will damage a group of enemies.
Bow gn (gun)	65	0	0	29	This is a more powerful weapon than Arrow.
Handbag	1	0	0	8	None
Sing st	0	0	0	30	You can immobilize your enemy with this.
Razor	9	0	0	17	None
Life Cor (corsage)	15	0	0	2/24	One person completely recovers HP with this.

SHIELD/RING

NAME	ATT	DEF	SPE	USER	COMMENT
Wood sh (shield)	0	9	0	1	None
Light sh	0	12	0	1	None
Fire sh	0	15	0	1/14	Shoot a flame from this at one enemy.
Evil sh	0	21	0	1/15	A whirlpool pours out to suck down one enemy.
Good sh	0	51	0	1/22	This is best used by a child.
Gabni sh	0	52	0	1/23	Heals immobility, confusion and paralysis.
Rft sh	0	31	0	1	You are protected from enemy spells by this.
Anq sh	0	24	0	20	None
Sph ring	0	30	0	2	Use this to attack the enemy with lightning.

ARMOR

NAME	ATT	DEF	SPE	USER	COMMENT
Lth (leather)	0	13	0	1/4	None
Light ar (armor)	0	16	0	1	None
Light drs (dress)	0	15	0	2/9	None
Mid ar	0	19	0	1/13/14	None
Mid drs	0	18	0	2/17	None
Heavy ar	0	22	0	1/15	None
Pow drs	0	21	0	2	One member can recover 300 HP with this.
Uniform	0	12	0	1/3	Wear this to school to learn magic spells.
Sacr drs	0	12	0	2	None
St rb (robes)	0	27	0	2	None
Drem drs	0	31	0	2/24	Wear this to immobilize your enemy.
Storm ar	0	58	0	1/21	This is a rare and ancient form of armor.
Bib	0	49	0	1/2/22	None
Adult cl (clothes)	?	?	?	?	None
Kormu ar (present)	0	29	0	1	Many legends are told about this armor.
Kormu ar (past)	0	60	0	1	You can find this armor in the past.
Sph gown	0	42	0	1/2	This works like a key in some places.
Cosmo cl	0	44	0	1/2	One person can recover HP completely in these.
Anq ar	0	28	0	20	None
Fly jk (jacket)	0	13	2	5	None
Wor cl	0	14	0	6/11	None
Com cl	0	29	0	7/10/19/25/26	None
Body drs	0	10	0	8	Only women may wear this powerful armor.
Rain cl	0	16	0	16	A member can recover 300 HP wearing this.
HTH cl	0	17	0	12	Martial art masters wear this type of armor.
Ener cl	0	34	0	23	One member can recover 800 HP wearing this.
Soa's ar	0	49	0	27	A person can recover HP completely with this.
Bat cl	0	49	0	29	None
Power rb	0	54	0	30	The Attack Power of wearer increases.
Actor cl	0	0	0	18	These are specially made for vaudevillians.

SHOES

NAME	ATT	DEF	SPE	USER	COMMENT
Toe bt (boots)	0	2	2	2	None
Short bt	0	3	3	1/2/4/6/11	None
Middle bt	0	3	4	1/2/17	None
Long bt	0	4	22	1/2/14/15	None
Knife bt	10	6	5	1/26	Wear these to increase your Attack Power.
Mesh tg (tights)	8	6	6	2	These also improve the wearer's Attack Power.
Wndr sh	12	7	8	2/24	None
Sh soles	2	2	5	1/2/22	None
Lth sh	0	3	6	1/2	None
Sph bt	0	12	12	2	These shoes work like keys in some places.
Grvty bt	15	11	11	1/2	The Attack Power of all members increases.
G heels	2	3	5	8	None
H heels	5	0	7	9	None
Com bt	7	6	5	10/27	None
Anq bt	7	7	0	20	None
Svn bt	7	8	0	21	These increase the Agility of all members.
Com sk (spike)	0	8	7	1/2/23	None
Wood bt	0	1	0	1/2	None
Iron bt	30	0	0	12	Increase your Attack Power by wearing these.
Cosmo bt	0	9	10	2	None

HELM

NAME	ATT	DEF	SPE	USER	COMMENT
Lth h (hat)	0	4	0	1/2/4/27	None
Ht (helmet)	0	5	0	1/6/11	None
Powermet	0	6	0	1/14/15	None
Hair orn (ornament)	8	14	0	2/24	None
Rage ht	0	23	0	1/2	Lightning from this blasts an enemy group.
Sun hl	0	24	0	1	This lashes a group of enemies with flame.
Kormu ht (present)	0	10	0	1	A great many stories are told of this helm.
Kormu ht (past)	0	25	0	1	Time warp back to find this special helm.
Learn h	0	3	0	1	You can find this at the Magic school.
Fth h	0	4	0	1/5/9	None
Sph cr (crown)	0	18	0	2	This helm will work as a key in some places.
Cosmo mt (helmet)	0	17	0	1/2	None
Anq hl	0	9	0	1/20	None
Com mt	0	12	0	7/10/26	None
GH orn	0	3	0	8	None
Face mk (mask)	5	14	0	21	Children should wear this helmet.
Flm mt	0	15	0	23	None
Soa's cr	0	7	0	30	You can shoot lightning at enemies with this.
Wing h	0	12	10	29	None

USER LIST

1.	Chezni	16.	Wild
2.	Midia	17.	MeanMa
3.	Duke	18.	Fastgo
4.	Fritz	19.	Gunny
5.	Tiger	20.	Bean
6.	Smash	21.	JRazav
7.	Grunt	22.	GRazav
8.	Chill	23.	Checan
9.	Wind	24.	Lilie
10.	Fiery	25.	Chen
11.	Gorf	26.	Blades
12.	Dan	27.	Mouth
13.	Zuran	28.	Nails
14.	Destry	29.	Peppi
15.	Slayer	30.	Hawk

ITEM

NAME	COMMENT	NAME	COMMENT
Medicine	The one using this will recover HP.	Earth cd (card)	Improves your skill with the Spirit of Earth.
MiniBl (bottle)	This restores 300 HP to one person.	Water cd	Improves your skill with the Spirit of Water.
HighBl	One person recovers 800 HP with this.	Fire cd	Improves your skill with the Spirit of Fire.
MegaBl	The user of this recovers all HP.	Sky cd	Improves your skill with the Spirit of Sky.
GigaBl	This restores HP completely to all members.	Light cd	Improves your skill with the Spirit of Light.
AntiBl	Cure poison or paralysis with this.	Hvn cd	Improves your skill with the Spirit of Heaven.
BombBl	Use this to destroy enemies.	Heart cd	Improves your skill with the Spirit of Heart.
Fl dor (door)	This will help you leave a dungeon.	Sph cd	Improves your skill with the Spirit of Sphere.
Home dor	Warp to a place you've already visited.	Tools	You will need this to repair something.
Pro ball	You can bypass weak enemies with this.	Map	This shows your location on the map.
S tavern	Use this to recall a former member.	Navdex	The pass takes you through a certain gate.
P faces	This will improve your Luck.	Stf gubo	GRazav, a soldier, has this.
P tears	Your Strength increases with this.	Actor cl (cloth)	This changes a person into a vaudevillian.
S sweat	This item will raise your HP.	Natrec	Mouth , a soldier, has this.
G milk	This boosts your Strength.	Sct msg (message)	Get this from the resistance members.
P fth (feather)	Your Agility is increased by this.	G lips	A girl in Conshiuto has this.

MAGIC SPELLS

... FOR OFFENSE
... FOR SUPPORT OF OFFENSE
... FOR DEFENSE
... FOR HEALING
... OTHERS

1.... Earth 2.... Fire 3.... Heart 4.... Air 5.... Light 6.... Sky 7.... Sphere 8.... Water

NAME	HIT POINT CONSUMPTION	SPIRITS	EFFECT OF EACH SPELL
FireS	12	2	Use this to attack an enemy with a fireball.
FireG	18	2/7	This spell throws a fireball at a group of enemies.
FireA	28	2/4	Cast this spell to crisp all enemies with a fireball.
BoltS	18	5	Use this to attack an enemy with lightning.
BoltG	24	5/6	This spell shoots lightning at a group of enemies.
BoltA	28	4/5	Cast this spell to electrify all enemies with lightning.
BreakS	24	6	Use this to attack an enemy with a whirlpool.
BreakG	30	6/8	This spell rolls a whirlpool at a group of enemies.
BreakA	36	3/6	Cast this spell to drown all enemies in a whirlpool.
Storm	100	7/8	A blizzard engulfs your enemies when you use Storm.
Heat	95	2/6	This spell will bake your enemies in a heat wave.
Bury	110	1/4	The better your skill, the more enemies this will bury.
LStorm	120	4/8	Cast the L Storm spell to stir up a lethal tornado.
Crush	130	3/7	Attack one or more flying enemies with Crush.
DeathS	20	3/5	Use this to create a black hole to suck in enemies.
Blow up	80	2/5	This dynamite spell causes a powerful explosion.
DeathA	5	2/8	Still the hearts of all your enemies with Death A.
Spirit	250	1-8	This spell summons the power of the eight Spirits.
Daze	60	5/8	Cast the Daze spell to confuse the enemy.
Freeze	24	7	Immobilize your enemy with Freeze.
DFdown	60	6/7	DF Down drops an enemy's defense.
TakeHP	2	2/3	Use this to steal the enemy's HP for yourself.
STup	70	1/6	This increases the Attack Power of one member.
SPup	32	1/7	SP Up improves the Agility of one member.
DFup	55	8	Cast DF Up to strengthen your party's defense.
Wall	70	1/8	Call up a powerful shield with the Wall spell.
MGwall	40	4/7	MG Wall reduces the strength of enemy spells.
ATback	30	3/4	This spell gives half of your damage to the enemy.
AT S	1	1/2	Draw enemy attacks to yourself with this spell.
MGdown	50	5/7	Nullify enemy spells with MG Down.
AntiPS	4	1	AntiPS counteracts the effects of poison.
Heal up	8	1/5	Cast Heal Up to cure immobility, paralysis and confusion.
DeathP	100	1/3	This restores everyone's HP, but knocks the user out.
Warp	80	4/6	Use this to warp to the last place you visited.
Escape	100	4	The Escape spell gets you out of a dungeon.
Peace	60	3	Peace prevents weaker enemies from bothering you.
Hire	150	3/8	Cast the Home spell to recall old members.

Abbreviation codes: ar (armor), bl (bottle), bm (beam), bmg (boomerang), bt (boots), cd (card), cl (clothes), cn (cannon) cor (corsage), cr (crown), ct (cutter), dor (door), drs (dress), drw (drain), fth (feather), gn (gun), go (gown), h (hat), hl (helm), ht (helmet), jk (jacket), kn (knife), lth (leather), mk (mask), msg (message), mt (met), nd (needle), orn (ornament), rb (robes) sa (saber), sc (scales), sh (shield), sh (shoes), sk (spike), sp (spear), st (staff), sw (sword), tg (tights), th (thrower), wh

Abbreviation codes: A: all (entire), S: single, G: group, P: player (member of team), HP: hit poim, ST: strength, SP: speed, DF: defense, MG: magic, AT: attack, PN: poison.

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